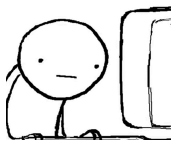

Hello, welcome to the shitty finobe SMM guide

the first question you're asking: what is SMM?

SMM is Super Murder Mystery, a modded version of the "murder mystery" you probably all know of.

"what do you do in this game?"

good question, this game is quite complicated to first glance,
The game starts when 3 people are in the server, 2 people get assigned as a role "Innocent", 1 person gets assigned as the role "Mafia", every 3 people there's a +1 mafia, the goal of Mafia is to kill all innocents. The goal of all innocents - is to kill all mafias.

"what items are there?"

hoo boy, theres a lot of items and theres role specific items there! lets start with items for all the classes:

Evidence, Melee Weapons, Food.
Innocents do not get any special or specific items.

Mafia do, mafias get: Mafia watch (displays other mafias and innocents that are away from other innocents.)
Explosive pen (is a pen that is dropped on the ground and explodes in around 2-1 seconds.)

The rules.

do not randomly kill people, this is called RDM, you can only kill people if they killed another innocent or tried to attack you, this rule is an exception if you're mafia.

Do not metagame, which means to not say your role outloud, and after your death, you cannot say who killed you or what your role was.

DO NOT SEND SCREENSHOTS OF YOUR ROLE TO OTHER PEOPLE, IT RUINS THE "MYSTERY" ASPECT OF THE GAME.

The Admin Commands.

1) /tiebreaker, Reveals other people's roles.
2) /changerole, is never used, and if it is, its for testing purposes.
3) /killall, never used, only if a match is broken.
4) /forcestartgame, is for testing purposes only, or if a match is broken.
5) /endgame, forcefully ends the match.
6) /spawnitem, self explanatory.
7) /kill, self explanatory again!
8) /kick, kicks a person from the game.

others arent shown here cause you dont need to know

beach was a bad map kthxbai